

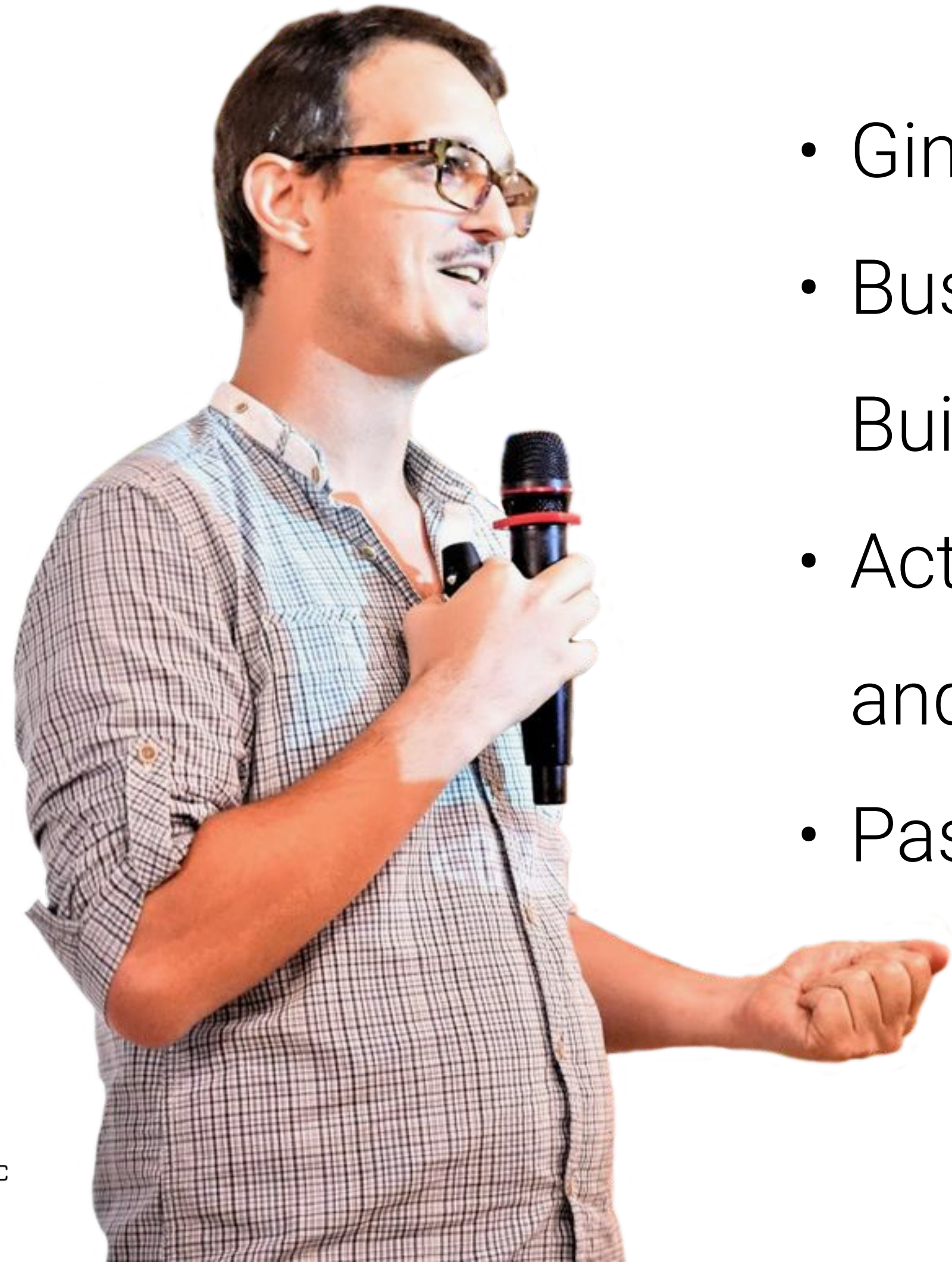


# How to Get Meaningful Metrics

... where to start and what to avoid



# Who am I?



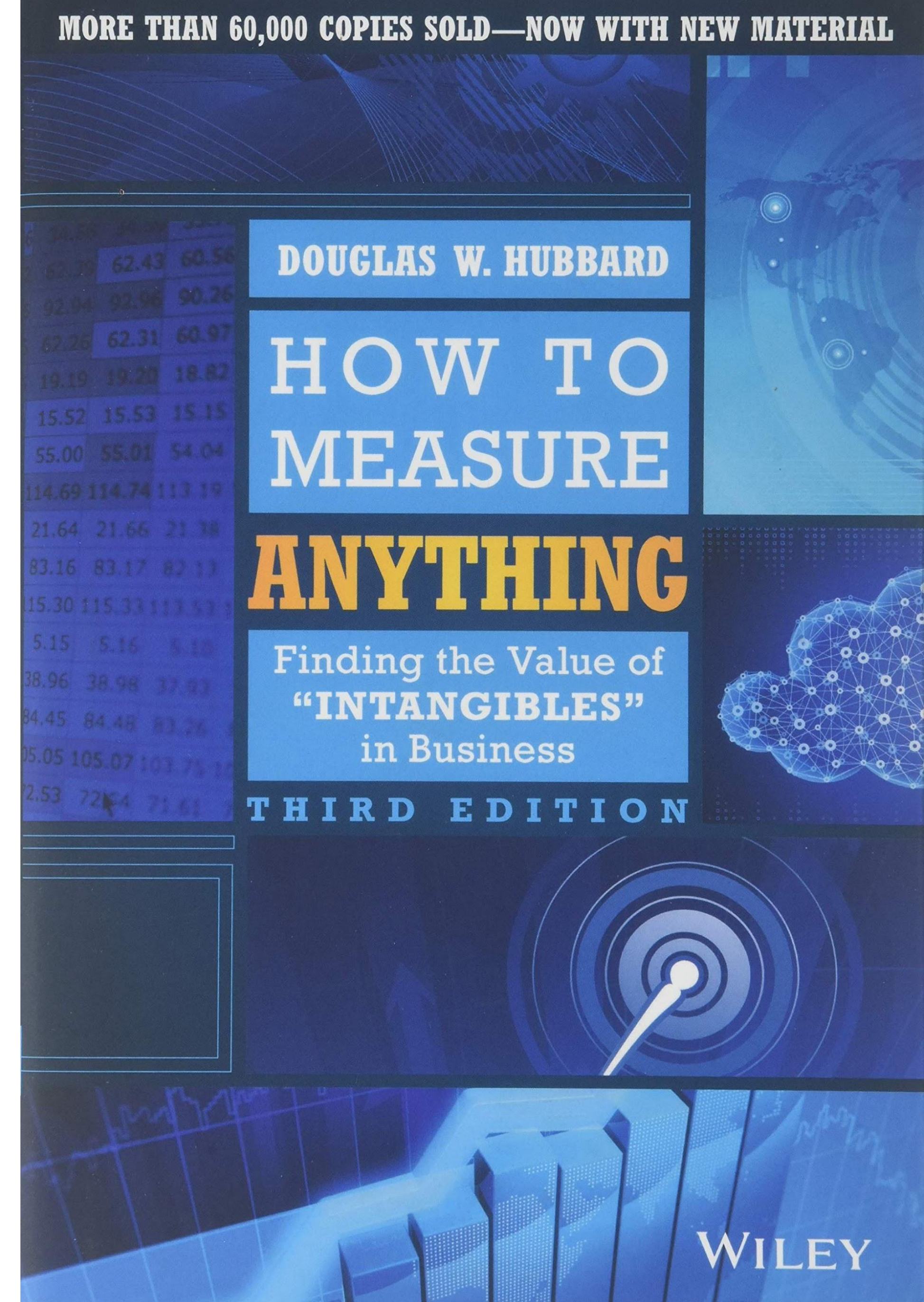
- Gino Marckx
- Business Improvement Consultant, Coach, Team Builder, Developer
- Active in software development community in and outside of Toronto
- Passionate about making every team thrive

# Keep in mind...

- Ideas/techniques can be applied universally
- Focused on measuring team performance
- Examples of good delivery metrics



“Don’t measure  
unless you know  
how to respond  
to a metric”





# Examples

- Velocity
- Lines of code
- Escaped defects

# Why measure anyways?



# What to measure?



- Measuring process
- Often confused with *lead* metrics
- Risk of measuring compliance



- Measuring outcomes
- *Lag* metrics

**Deliver early  
and often!**

# Examples

- Velocity

What

*How much got done?*

- Lines of code

What

*How hard do programmers work?*

- Escaped defects

What

*What is the quality?*



# Pitfalls

- Perverse incentives
- The Hawthorne effect
- Goodhart's law

*Get the opposite effects*

*That which gets measured will improve*

*When a measure becomes a target,  
it ceases to be a good measure*

# Examples

- Velocity

What

*How much got done?*

- Lines of code

What

*How hard do programmers work?*

- Escaped defects

What

*What is the quality?*

- Count partially finished work
- Inflate story points
- Include defects
- Lots of whitespace
- Duplicate code
- Refrain from refactoring
- Log only defects found by testers
- Classify defects as scope creep



“Time and time again, I find teams struggling with Velocity as a genuinely helpful metric. In most cases, it is at best a weak tool for planning work and more often a poor tool for indication what work will be done by when.”

- Doc Norton

# ESCAPE VELOCITY

Better Metrics for  
**AGILE TEAMS**



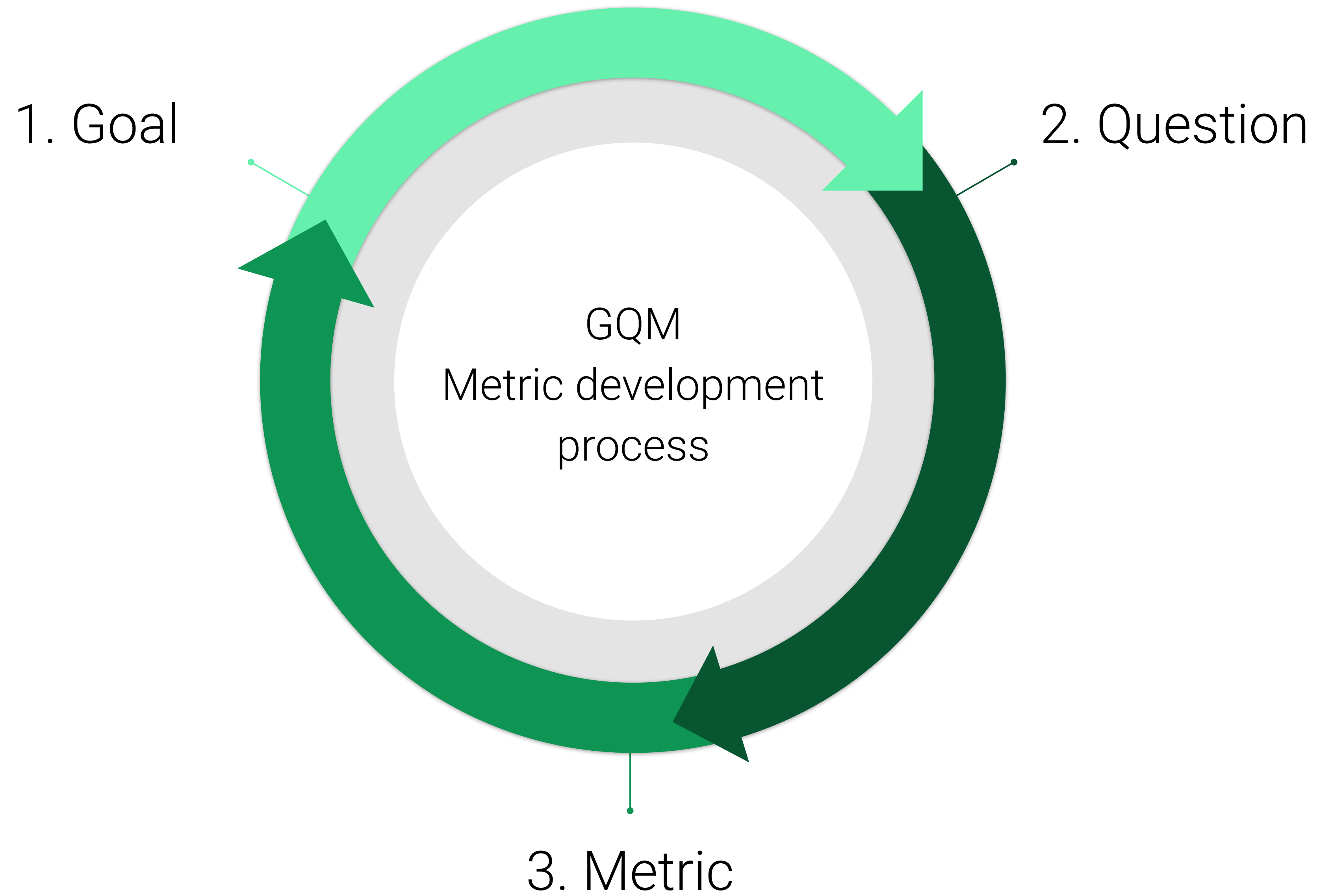
**DOC NORTON**

# An alternative approach?



# Guiding principles

- 1 Minimal impact on work
- 2 Can be trusted
- 3 Provide insight into a decision
- 4 Measuring outcomes, not compliance





# Where to start?

G

Deliver on time

Q

How much work can the team *get done*?

How many features can the team *complete*?

M

Throughput



*the amount of something that goes through something*

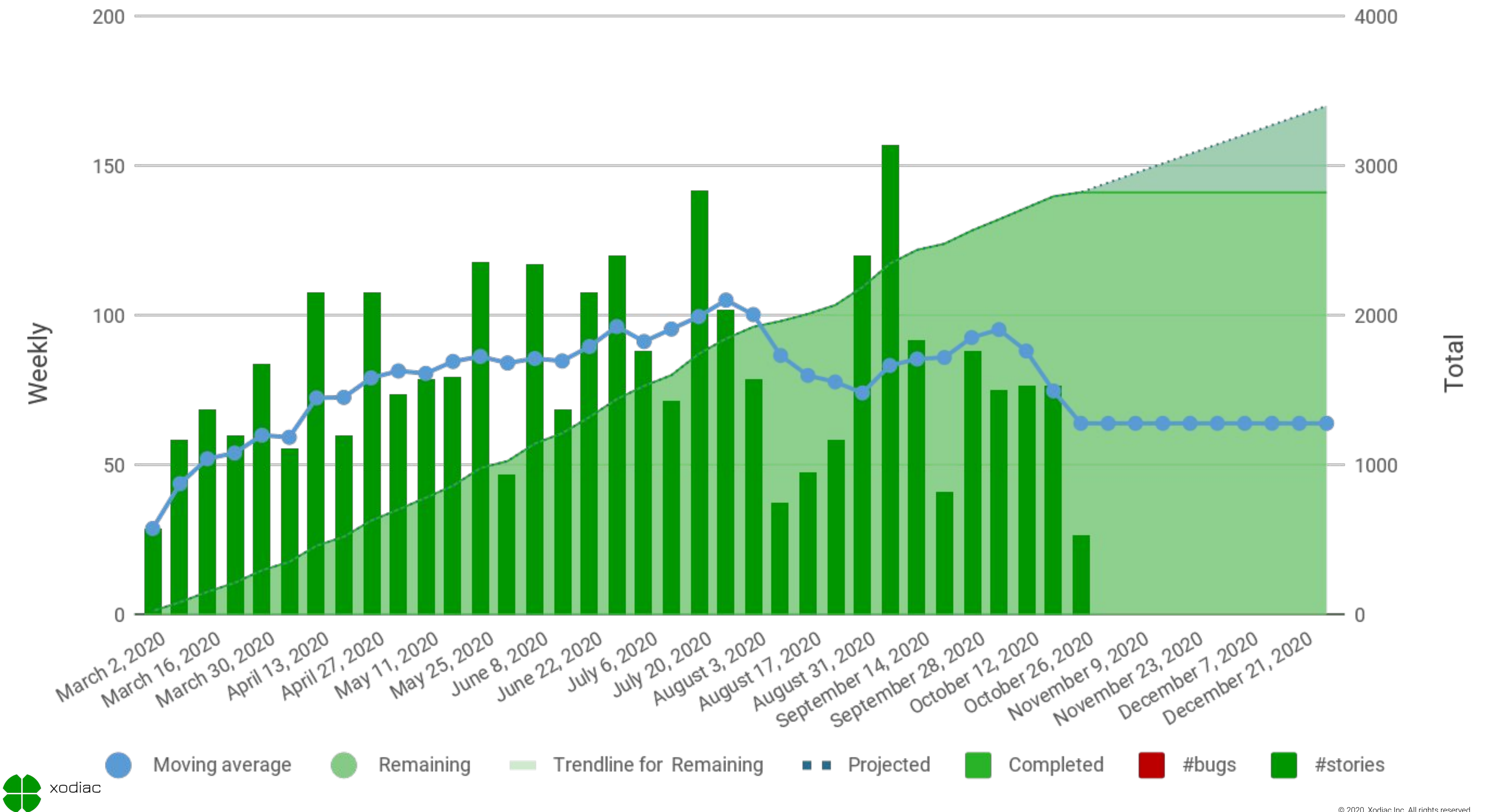
# A single datapoint...




We're  
done!

Done: November 6, 2020





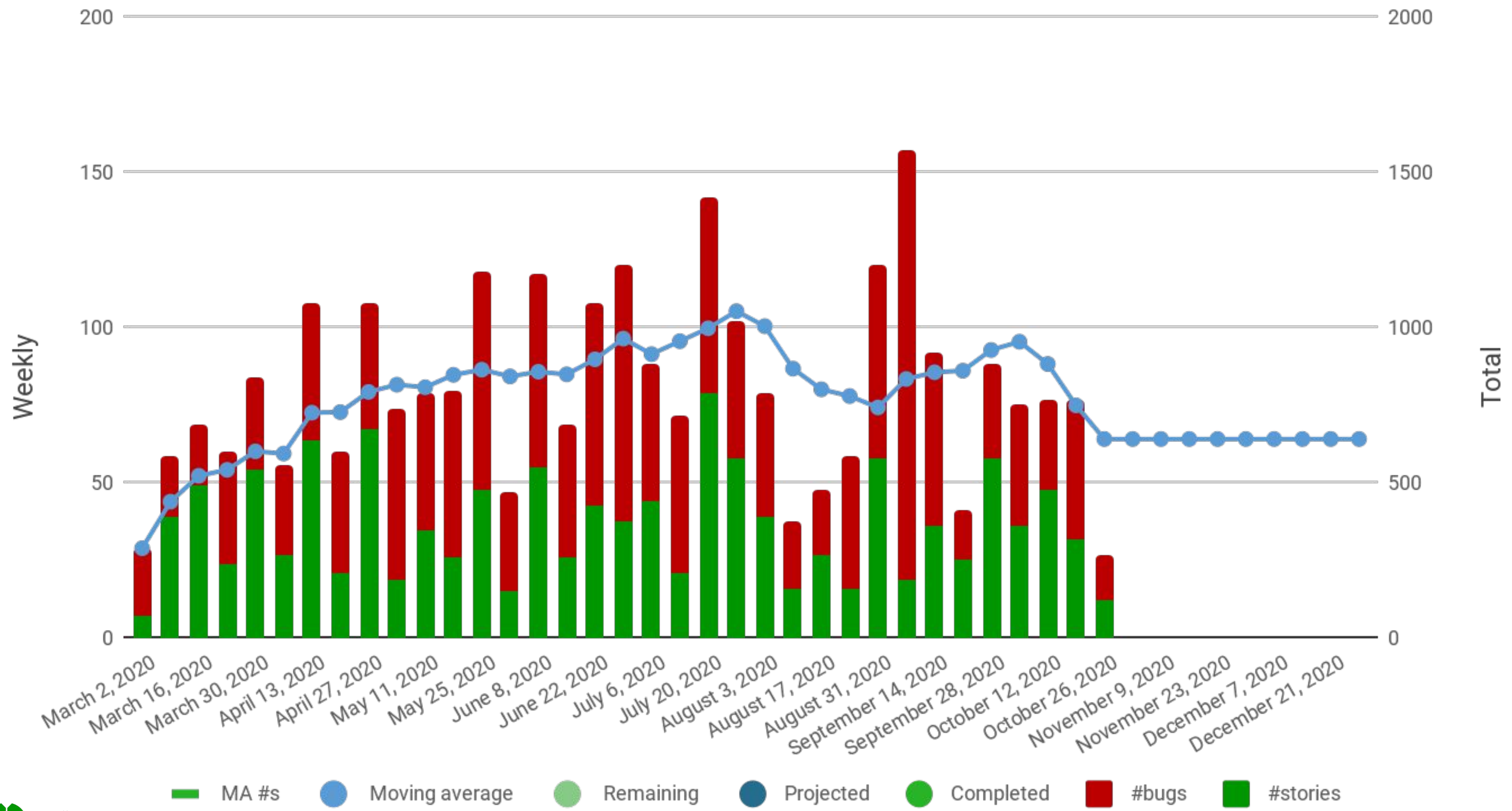
# A bit more data...

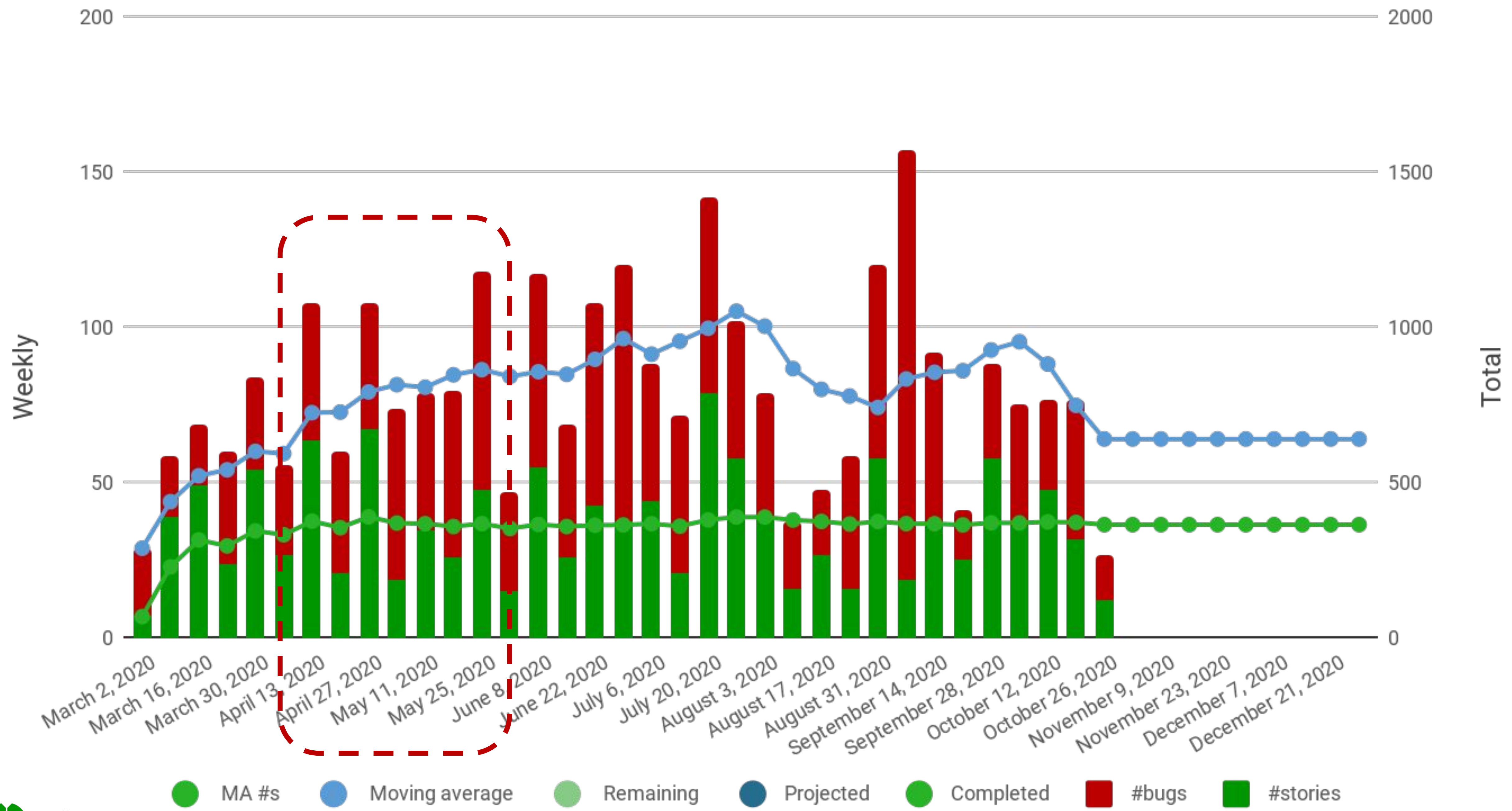


We fixed a  
bug!

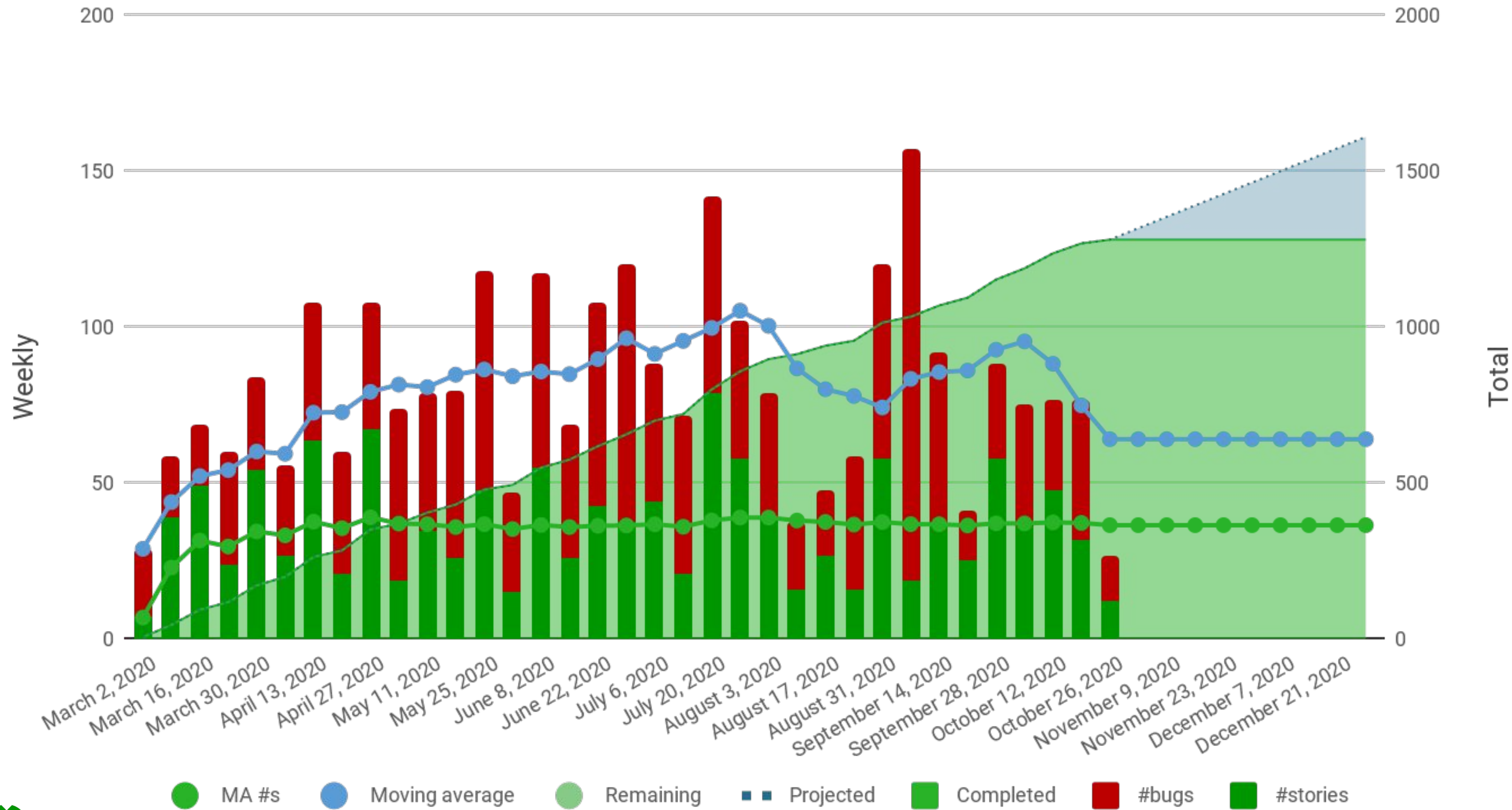
Done: November 6, 2020



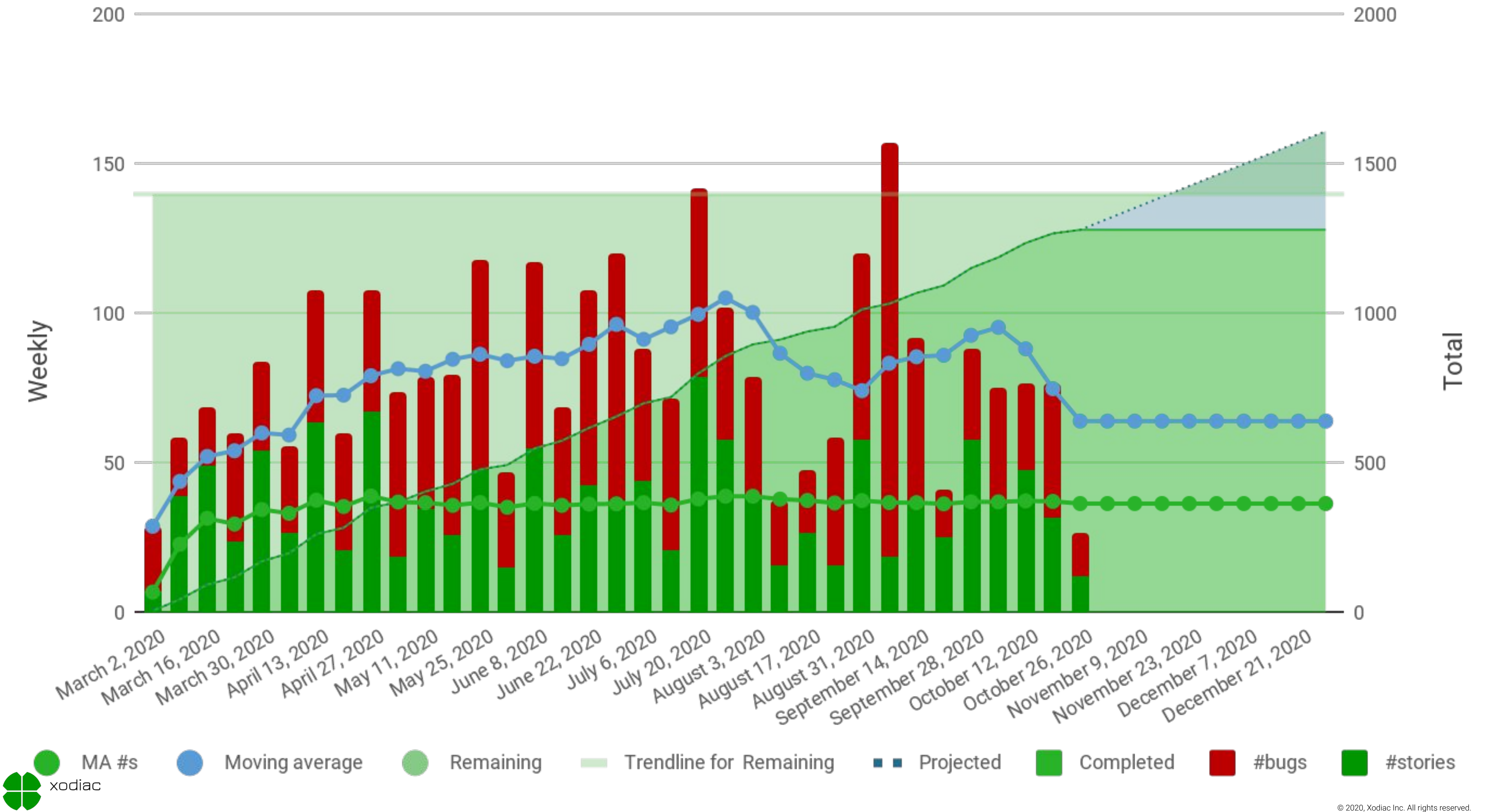




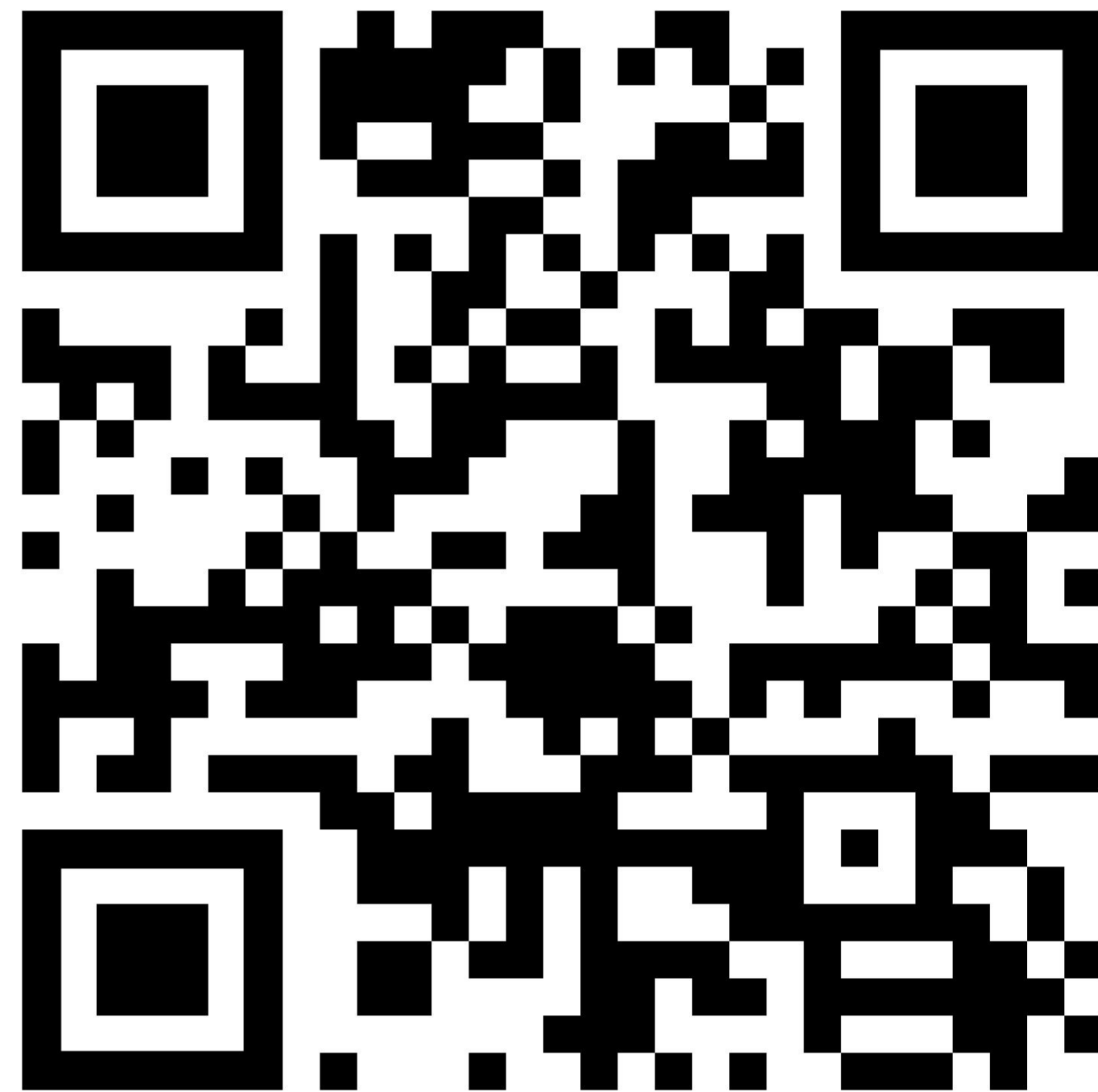








# Calculate your throughput



<https://forms.xodiac.ca/metricstalksurvey>

# What's next?

G

Make promises that we can keep

Q

How long does it take for the team to complete a feature?

M

Cycle time



# An additional datapoint...



We  
started!

We're  
done!

Started: October 28, 2020

Done: November 6, 2020

# Standards?



## Throughput

Deliver as much value to users as early as possible



Deployment frequency



Lead time to deployment

## Stability

Keep failure demand as low as possible



Time to recover



Change failure rate

# Remember

- Only measure what you are willing to act on
- Measure outcomes and ensure your processes produce outcomes regularly
- You get what you measure





# Thank you!



Leave us your feedback at  
<https://forms.xodiac.ca/metricstalksurvey>





xodiac  
making every team thrive

Thank you!

